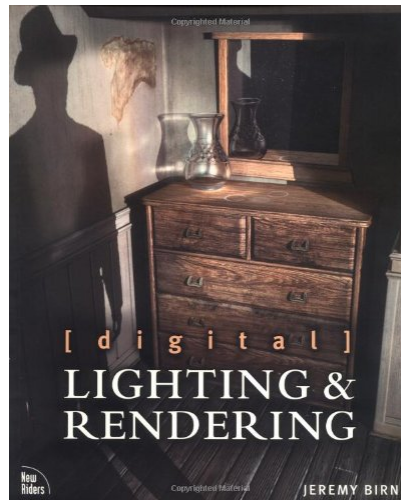


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Digital Lighting contains strategies for lighting design that are relevant to any digital artist. It presents an awareness of computer lighting models, how they differ from real-world lighting effects, and how to approach 3D lighting projects differently from practical light. Topics covered include: What good lighting can do for you; Light sources; Shading; Shadows; Exposure and content; Color: temperature, correction, mood; Qualities of light; 3-point lighting; Indirect illumination; Multipass rendering and compositing; Lighting in production; and Case studies: natural lighting, interior lighting, character lighting, and effects lighting.

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